CLARIS®

HyperCard®

New Features Guide

T. NELSON
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HyperCard
New Features Guide

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Preface

◆ **Important!** Please read "Installing HyperCard" in this booklet before you install HyperCard 2.0.

This booklet is designed to get you started using your Claris® HyperCard® 2.0 Upgrade package. It provides an overview of new 2.0 features, and directs you where you can find more information. You should already be familiar with HyperCard 1.2.x. If you have questions about basic HyperCard operations, refer to your *HyperCard User's Guide* (1.2.x version).

Before you begin, make backup copies of each HyperCard disk in your package. Then use the copies, not the originals, to install HyperCard. Before you convert a 1.2.x stack, you should save a copy of it, in case anything should happen to the stack during the conversion process. (Remember to always save a backup copy of your work.)

Getting Started

This section includes information on the following topics:

- System Requirements
- What's in This Package?
- Installing HyperCard
- Using HyperCard Without a Hard Disk
- Online Help and Reference Stacks
- Converting HyperCard 1.2.x Stacks

System Requirements

To use HyperCard 2.0, you must have the following hardware and software:

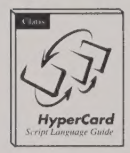
- A Macintosh or Macintosh II family computer; or Macintosh Portable
- at least 1 megabyte (MB) of RAM (2 MB recommended)
- two 3.5-inch disk drives or one floppy drive and one hard drive (hard drive recommended)
- System software 6.0.5 or higher

◆ **Important:** Make sure you are using System software 6.0.5 or higher. If you don't have System software 6.0.5, contact your authorized Apple dealer. ◆

What's in This Package?

HyperCard New Features Guide: This booklet, the one you're reading now, is an introduction to the new features of HyperCard 2.0. It describes how to get started quickly, including important installation instructions.

HyperCard Script Language Guide: A comprehensive reference to all HyperTalk® language features, including changes and additions to previous versions.



The *HyperCard Program* disk (figure 1) contains the HyperCard 2.0 application and Home stacks.

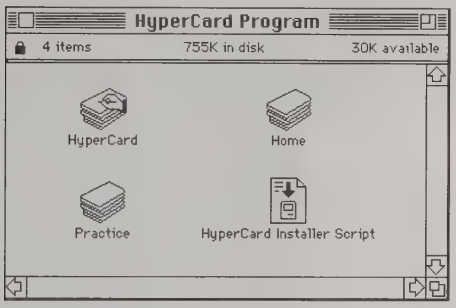


Figure 1 *HyperCard Program* disk

The *HyperCard Stacks* disk (figure 2) contains useful ready-made stacks like an address stack, an appointments stack, stacks with graphics you can use in your own stack, and a stack for creating charts.

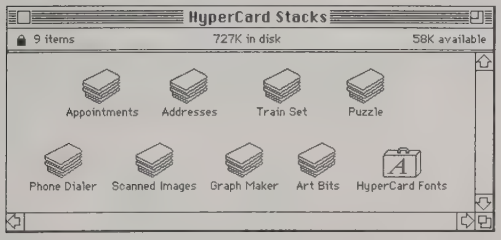


Figure 2 *HyperCard Stacks* disk

The *More Stacks* disk (figure 3) contains stacks with tools and templates you can use when creating your own stacks; such as, a stack of ready-made buttons, a stack of ready-made fields, and power tools. It also includes other Home stacks you can use.

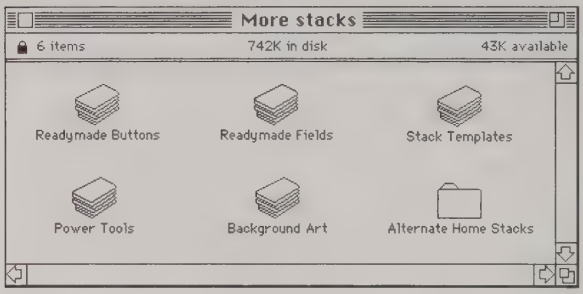


Figure 3 *More Stacks* disk

The *HyperCard Help* disk (figure 4) contains two help stacks: HyperCard Help and HyperTalk Reference. Each help stack is an electronic reference that answers your questions while you're using HyperCard.

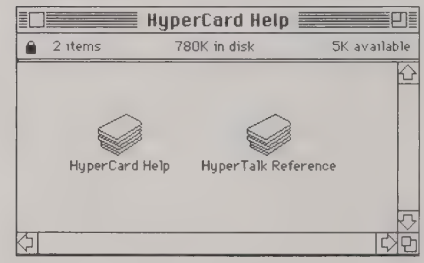


Figure 4 *HyperCard Help* disk

Installing HyperCard

The following instructions assume you're installing HyperCard on a hard disk. If you're using a two 3.5-inch disk drive system, skip this section and go on to the next one, "Using HyperCard Without a Hard Disk."

1. **Shut down your Macintosh and insert the *System Tools* disk (sometimes called *System Startup*).**
2. **Start up your system.**
3. **After startup, eject the *System Tools* disk, and insert the *HyperCard Program* disk.**
4. **Double-click the HyperCard Installer Script icon (figure 5).**

HyperCard Installer Script

Figure 5 HyperCard Installer Script icon

5. **Follow the instructions on your screen.**

   The Installer will prompt you to insert the appropriate disk.
6. **When installation is complete, click Quit.**

Using HyperCard Without a Hard Disk

HyperCard works best in systems that include a hard disk. However, you can also use HyperCard with two 3.5-inch disk drives. To do so, you need either two 800K disk drives or two Apple SuperDrive (1.44 MB) disk drives (or one of each type).

Before you begin, make backup copies of each HyperCard disk in your package. Then use the copies, not the originals, to create your working disks.

Creating Your Working Disks

To use HyperCard, you'll need to create a disk that contains a System Folder, the HyperCard application, and the Home stack. Since HyperCard and its files require a lot of disk space, you need to create a special startup disk with a small System Folder. Name the disk you're going to create *HC Startup* disk.

Use the Installer program on your *System Tools* or *System Startup* disk to install a minimum system on your *HC Startup* disk.

1. **Start up your Macintosh with the *System Tools* disk.**
2. **Insert the blank *HC Startup* disk into the second disk drive.**
3. **Double-click the System Tools disk icon to open it.**
4. **Double-click the HyperCard Installer Script icon (figure 5).**
5. **Click OK.**

   A dialog box appears that gives you several choices (figure 6).

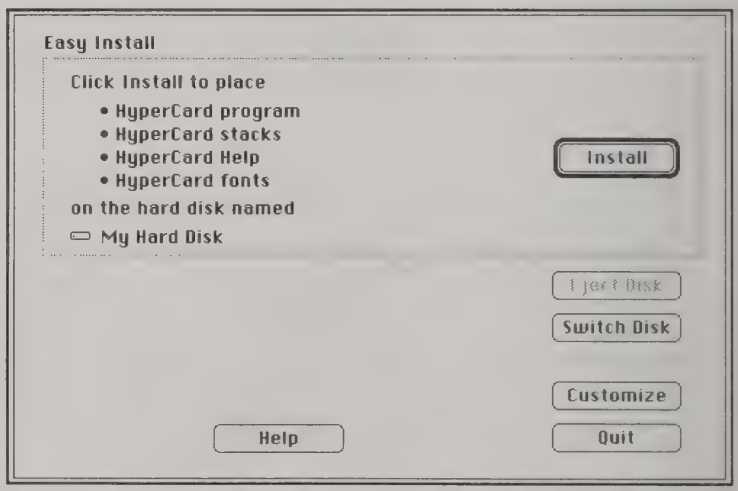


Figure 6 Installer dialog box

6. **Click Customize.**
7. **Click the appropriate line for your particular printer.**
8. **Scroll to the bottom of the list and Shift-click the appropriate line for minimal software for your Macintosh.**

   For example, if you have a Macintosh Plus, hold down the Shift key and click "Minimal software for Macintosh Plus."
9. **Click Install.**

   Follow the instructions and swap disks as requested.
10. **When installation is complete, click Quit.**

Installing Fonts

Many HyperCard stacks rely on certain sizes of the fonts Geneva, Helvetica, Palatino, and Courier. Next, you'll install these fonts into your System.

1. **Restart your Macintosh with your new *HC Startup* disk.**
2. **Insert the *Utilities 2* disk in the other disk drive.**

   If your system software came on high-density disks, the correct disk will be named *System Additions.*
3. **Double-click the *Utilities 2* disk icon to open it.**
4. **Double-click the Font/DA folder to open it.**
5. **Copy the Font/DA Mover program to the *HC Startup* disk.**
6. **Eject the *Utilities 2* disk by dragging its icon to the Trash.**
7. **Double-click the HC Startup 2 disk icon to open it.**
8. **Double-click the Font/DA Mover icon to launch the program.**
9. **Click Open.**
10. **Insert the *HyperCard Stacks* disk in the second disk drive.**

11. Double-click "HyperCard Fonts."

12. Select all the fonts on the right (figure 7).

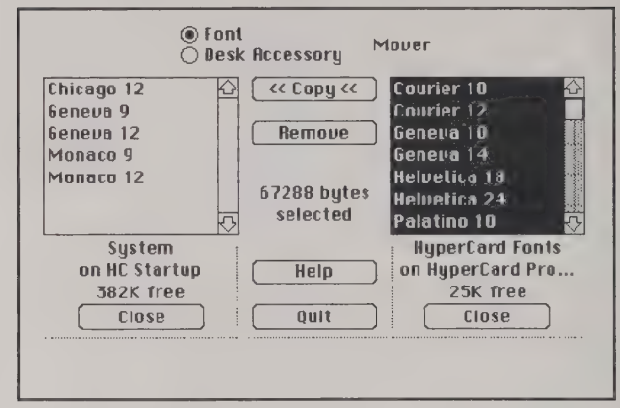


Figure 7 Font/DA Mover

13. Click Copy.

The fonts are copied into your System file.

14. Click Quit.

15. Drag the Font/DA Mover icon to the Trash.

Arranging the Files

Now that you've created the System Folder, you can copy the necessary HyperCard files to your disk. HyperCard works best when you put all the HyperCard files in the same folder; so before copying these files to the disk, create a new folder.

To run HyperCard, you need the following items on your disk:

- System Folder
- HyperCard application
- Home stack
- the stacks you want to use
- extra disk space

HyperCard needs some working room on the disk you create. Make sure you have at least 50K of free space on each HyperCard disk you use.

Online Help and Reference Stacks

HyperCard 2.0 includes two help stacks that contain complete information about HyperCard and HyperTalk.

- HyperCard Help—an online reference for HyperCard 2.0
- HyperTalk Reference—an online reference for scripting with HyperTalk

To find information in either stack:

1. **Open the help stack (figure 8).**

   You can open the HyperCard Help stack from the Home stack either by clicking the HyperCard Help button or by choosing Help from the Go menu. You can open the HyperTalk Reference stack from the Stack Kit card of the Home stack or by choosing HyperTalk Reference from the Help menu in the HyperCard Help stack.

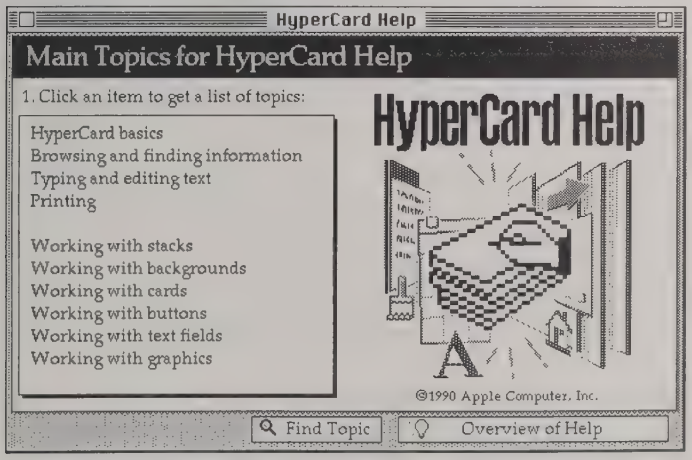


Figure 8 HyperCard Help stack

2. **Click the Find Topic button.**

   You'll see the Find Topic card (figure 9).

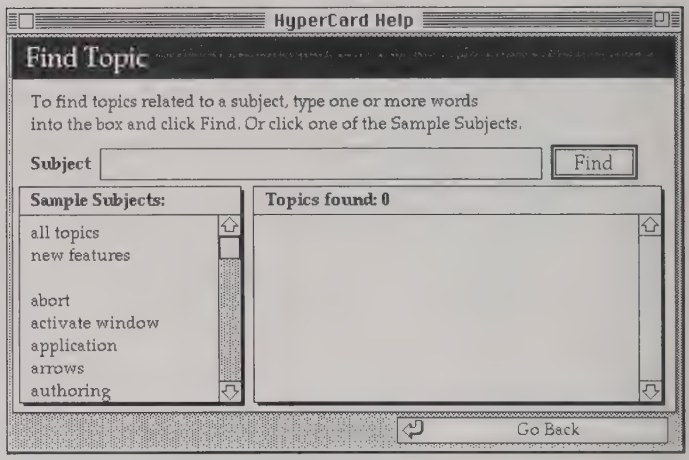


Figure 9 Find Topic card

3. **Type the subject you want to find into the Subject box, and then click the Find button (or press Return). Or click one of the sample subjects listed.**

   A list of topics appears in the "Topics found" box to the right.

4. **Click one of the topics listed for more information.**

Converting HyperCard 1.2.x Stacks

When you open a stack created with an earlier version of HyperCard, you'll see a padlock in the menu bar. The padlock indicates that you can't change this stack because it's locked. You'll have to convert the stack to HyperCard 2.0 before you can make changes to it.

Before converting your stack, save a copy of it, in case anything should happen to the stack during the conversion process. (You should always have a backup copy of your work.)

To save a copy of your stack while in HyperCard:

1. **Open the stack you want to convert if it's not already open.**
2. **Choose Save a Copy from the File menu.**
3. **Type a name for the backup copy (or use the default name) and click Save.**

   Now you're ready to convert this stack.

To convert your stack:

1. **Open the stack you want to convert if it's not already open.**
2. **Choose Convert Stack from the File menu.**

   HyperCard asks if you want to convert this stack to HyperCard 2.0 format.

3. **Click OK.**

   Notice that the padlock disappeared from the menu bar. Now you can modify your stack with HyperCard 2.0.

◆ **Important:** Once you've converted a stack to the new format, you can't convert it back to its original format. ◆

User Levels

When you first install HyperCard, many of its features are hidden. You can control the number of features available by setting your user level. HyperCard is initially set at user level 2, Typing.

To change the user level:

1. **Go to the Home stack and choose Preferences from the Home menu.**

2. **Click the level (figure 10) appropriate for your needs.**

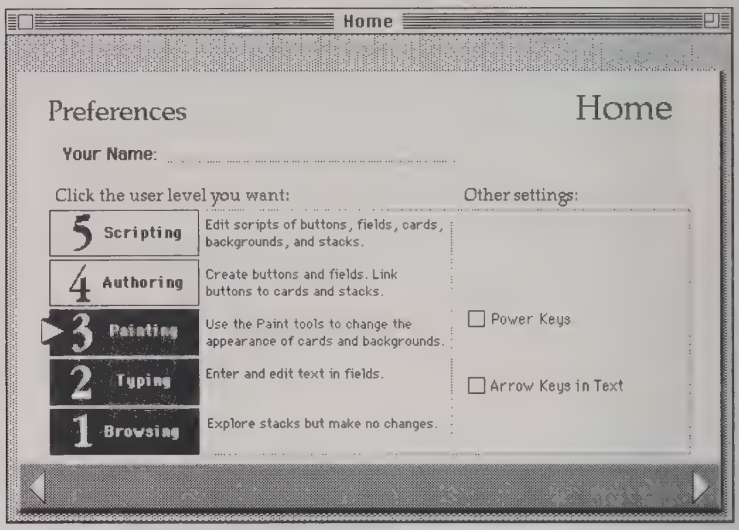

Home
Preferences
Home
Your Name:
Click the user level you want:
Other settings:
5 Scripting
Edit scripts of buttons, fields, cards, backgrounds, and stacks.
4 Authoring
Create buttons and fields. Link buttons to cards and stacks.
3 Painting
Use the Paint tools to change the appearance of cards and backgrounds.
2 Typing
Enter and edit text in fields.
1 Browsing
Explore stacks but make no changes.
Power Keys
Arrow Keys in Text

Figure 10 Preferences card (Home stack)

◆ **For more information:** Look up "user" in the HyperCard Help stack and then click "Set your user level and options." ◆

What's New With HyperCard 2.0?

This section contains a brief description of each of the features new to HyperCard 2.0 and HyperTalk, and includes information about the HyperCard extended XCMD interface. These features are also detailed in chapter 1 of the *HyperCard Script Language Guide.*

HyperCard 2.0 New Features

Features new to HyperCard 2.0 include

- variable card sizes
- scroll window
- multiple windows open at the same time
- multiple text styles, fonts, and sizes in fields
- marked cards
- shared text
- improved printing
- icon editor
- new visual effects and painting tools
- new HyperTalk features (see the next section in this booklet, "HyperTalk 2.0 New Features")

Variable Card Sizes

You set the card size when you create a new stack, and you can change it at any time. All cards in one stack must be the same size. Cards can be as small as 64-by-64 pixels and as large as 1280-by-1280 pixels, depending on how much memory is available to HyperCard.

To change the size of cards in a stack:

1. **Choose Stack Info from the Objects menu. In the Stack Info dialog box, click Resize.**
2. **You can resize the cards in one of two ways.**

   Either choose a size from the pop-up menu that appears to the right of "Card size," or drag the little black square in the lower-right corner of the card graphic in the dialog box until you see the card measurements you want.

◆ **For more information:** Look up "card size" in the HyperCard Help stack. Also, see "Variable Card Sizes" in chapter 1 of the *HyperCard Script Language Guide.* ◆

Scroll Window

Use the Scroll window to scroll large cards displayed on a small screen and to resize card windows when necessary. To display the Scroll window, choose Scroll from the Go menu or press Command-E.

You can determine how much of a card shows on the screen using the Scroll window. The Scroll window works much like the hand tool in paint programs. This feature is useful when viewing large cards on a small screen. With the Scroll window, you can display whichever part of a card you need to see on a small or large screen (figure 11).

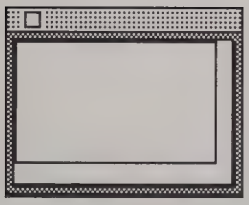


Figure 11 Scroll window

You can also use the Scroll window to change the size of a card window. To resize a card window, drag from any edge or corner of the Scroll window. Double-click in the Scroll window to quickly resize a card window to its full size.

◆ **For more information:** Look up "scroll window" in the HyperCard Help stack. ◆

Multiple Windows

You can open several stacks at one time. Each stack opens in its own window. Each window operates as a standard Macintosh window, with the front-most window being active. You can open up to 18 stacks at one time if you have enough memory (RAM) allocated to HyperCard.

◆ **For more information:** Look up "card window" in the HyperCard Help stack. Also, see "Multiple Stack Windows Open at the Same Time" in chapter 1 of the *HyperCard Script Language Guide.* ◆

Multiple Text Styles, Fonts, and Sizes in Fields

Text within fields can contain different fonts, styles, and sizes. Each field has a preset font, size, and style, which is Geneva, 12-point, plain. Therefore, all text entered into the field has the preset characteristics unless you change them. You can change the font, size, and style of a field by choosing Font from the Field Info dialog box. Or, you can change the font, size, or style of selected text within a field by simply selecting the text you want to change and then choosing a font, size, or style from the Font or Style menu (figure 12).

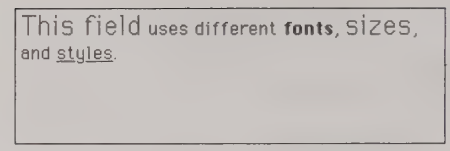


Figure 12 Text with different fonts, sizes, and styles in one field

◆ **For more information:** Look up "font" in the HyperCard Help stack, and then click "Format individual pieces of text." Also, see chapter 12 of the *HyperCard Script Language Guide.* ◆

Marked Cards

You can mark specific cards in a stack so that you can treat them as a subset of the stack. For example, you can mark specific cards you want to print and then print only those marked cards. You can also view only the marked cards, if you wish. You can mark cards using the Card Marked option in the Card Info dialog box for each card you want to mark.

◆ **For more information:** Look up "mark card" in the HyperCard Help stack. ◆

Shared Text and Shared Hilite

With shared text, you only need to enter text once in a background field to have the text appear on every card with that background. The Shared Text option appears in the Field Info dialog box. Shared text cannot be "found" with the Find command.

◆ **For more information:** Look up "Shared Text" in the HyperCard Help stack. ◆

The Shared Hilite option determines whether a background button shares its highlight property with every card in the background. The Shared Hilite option appears in the Button Info dialog box. Turning this option off indicates that you want the background button to be highlighted independently on each card with that background.

◆ **For more information:** Look up "Shared Hilite" in the HyperCard Help stack and "SharedHilite" in the HyperTalk Reference stack. ◆

Improved Printing

With the extensive improvements to the HyperCard printing and reporting capabilities, you can now

- easily custom design reports using improved dialog boxes
- create several reports for a single stack and cut and paste report designs between stacks
- print fields, including the entire contents of scrolling text fields
- print a subset of marked cards
- print portions of cards
- print the value of any HyperTalk expression [local or global variables, fields, selected text, functions, properties, and parts of field text (chunk expressions)] using the HyperTalk print command

◆ **For more information:** Look up "print" in the HyperCard Help stack. Also, see "Improved Printing" in chapter 1 of the *HyperCard Script Language Guide.* ◆

Icon Editor

You can create and modify icons in your stacks and copy and paste icons between stacks using the Icon Editor. The Icon Editor is available from both the Edit menu and the Button Info dialog box. When you create an icon using the Icon Editor, that icon is available from the Button Info dialog box. You can also edit any icon that appears in the Button Info dialog box.

The Icon Editor (figure 13) is a moveable window with four special menus for working with icons, including commands for copying, pasting, duplicating, inverting, flipping, rotating, framing, and shadowing icons. The menu item, Pickup, gives you a 32x32 pixel rectangle you can use to take a "snapshot" of an existing on-screen graphic and turn it into an icon.

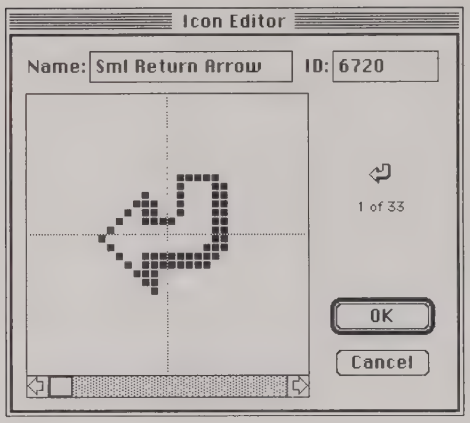


Figure 13 Icon Editor

◆ **For more information:** Look up "icon editor" in the HyperCard Help stack. ◆

New Visual Effects

Visual effects now work on monitors in 2, 4, and 8-bit modes (4, 16, or 256 colors).

You can add visual effects to button scripts using the Effect dialog box from the Button Info dialog box. Two new visual effects are `shrink` and `stretch`.

◆ **For more information:** Look up "visual effects" in the HyperCard Help and HyperTalk Reference stacks. Also, see the `visual` command in chapter 10 of the *HyperCard Script Language Guide.* ◆

New Painting Tools

Four new painting tools have been added to the paint Options menu: Rotate, Slant, Distort, and Perspective. Use the new Paint tools to create more sophisticated graphics.

◆ **For more information:** Look up "graphic" in the HyperCard Help stack, and then click "Change the appearance of a graphic." ◆

HyperTalk 2.0 New Features

Features new to HyperTalk include

- user-definable menus
- user-definable message inheritance
- group text (a hypertext-like feature)
- improved dialog boxes
- new properties, functions, messages, and commands

User-Definable Menus

In earlier versions of HyperCard, you couldn't modify the menu bar or the menus without creating special external commands (XCMDs). With HyperCard 2.0, you can easily create your own menu and menu items and use HyperTalk to define what happens when a user selects a menu item.

By using a new series of HyperTalk commands, you can

- add new menus to the menu bar
- put items into and delete items from existing menus (with the exception of the Tools, Patterns, Font, and Apple menus)
- enable, disable, and delete existing menus and menu items (with the exception of the Tools, Patterns, Font, and Apple menus)
- assign a Command-key equivalent to a menu item
- alter the name or style of a menu item
- specify a HyperTalk message to be executed whenever a menu item is selected

You can easily create your own menus using the Menu Maker, available in the Power Tools stack. The Power Tools stack is on the *More Stacks* disk.

◆ **For more information:** See chapter 2 in the *HyperCard Script Language Guide*. You can also look up "menu" in the HyperTalk Reference stack. ◆

User-Definable Message Inheritance

You can add up to ten stacks to the inheritance path. These stacks work like the Home stack as shared code libraries—any scripts in their stack script and any resources stored in them are available to any other stack.

You can create stacks that contain significant groupings of resources and insert them whenever you need them into the message-passing hierarchy. For example, rather than fill your Home stack or a current stack with scripts, XCMDs, or sounds, you can create a custom stack called *MyResources* and put it into the hierarchy whenever it's needed. And it can serve as a resource for as many stacks as you want.

◆ **For more information:** See chapters 4 and 8 in the *HyperCard Script Language Guide.* You can also look up "messages" in the HyperTalk Reference stack. ◆

Group Text

With "hot text," HyperCard always knows exactly which word, line, or chunk of text in a field a user clicked—you can then tell HyperCard how to respond to the click. For example, you can write a script that tells HyperCard to display a pop-up field that appears only when the user clicks a specific word.

The Group Text feature, available from the Style menu, enables you to group strings of text or characters together so they can be used within scripts. For example, you can select two words, choose Group from the Style menu, and then write a script that searches for those two words to find a specified card.

◆ **For more information:** See "Group Text" in chapter 1 of the *HyperCard Script Language Guide.* You can also look up "group text" in the HyperTalk Reference stack. ◆

Improved Dialog Boxes

Now you can create more detailed messages and ask and answer dialog boxes, giving the users of your stacks more helpful information.

Most of the HyperCard dialog boxes, including the ask and answer dialog boxes, can hold more text and resize themselves to fit the amount of text you want to display. The previous limit was one line (32 characters or less). HyperCard 2.0 dialog boxes can hold up to 240 characters and as many lines as can be displayed on a 9-inch Macintosh screen.

◆ **For more information:** Look up "dialog box" in the HyperTalk Reference stack. ◆

New Properties, Functions, Messages, and Commands

HyperCard 2.0 includes over 60 additions to HyperTalk. The new properties, functions, messages, and commands are listed in this section.

New Properties

Global properties:

```
scriptEditor
debugger
messageWatcher
messageWatching
variableWatcher
variableWatching
stacksInUse
scriptTextStyle
scriptTextFont
scriptTextSize
the suspended
scriptWindowRects
```

Menu properties:

```
enabled
name
```

Menu items:

```
checkMark
cmdChar (or commandChar)
enabled
markChar
menuMsg (or menuMessage)
name
textstyle
```

Window properties:

```
origin
rectangle
```

Stack properties:

```
cantAbort
cantPeek
reportTemplates
```

Background properties:

```
dontSearch
```

Card properties:

```
marked
rectangle
dontSearch
```

Background button properties:

```
sharedHilite
```

Field properties:

```
fixedLineHeight
dontSearch
dontWrap
sharedText
```

◆ **For more information:** See chapters 1 and 12 in the *HyperCard Script Language Guide.* You can also look up specific properties in the HyperTalk Reference stack. ◆

New Functions

The new functions are:

```
clickChunk

clickLine

clickText

the number of marked cards

the number of menus

the menus

the number of menuItems of menu

the stacks

the selectedLoc
```

◆ **For more information:** See chapters 1 and 11 in the *HyperCard Script Language Guide* . You can also look up "functions" in the HyperTalk Reference stack. ◆

New Messages

The new messages are:

```
commandKeyDown

closePalette

closePicture

doMenu itemName,menuName

keyDown

mouseDownInPicture name,loc

mouseUpInPicture name,loc

moveWindow

openPalette

openPicture
```

```
sizeWindow

suspendStack

resumeStack
```

◆ **For more information:** See chapters 1 and 8 in the *HyperCard Script Language Guide*. You can also look up "messages" in the HyperTalk Reference stack. ◆

New Commands

The new commands are:

```
answer file [promptText] [of type
fileType]

append [menuItem] expression to expression
[with menuMessage expression]

ask file [promptText] [with [default]
fileName]

ask password question [with defaultAnswer]

debug checkpoint

delete menu menuName

delete menuItem itemName of menu menuNam

disable menuItem itemName of menu menuName

enable menuItem itemName of menu menuName

mark card [cards where expression
| all cards]

open report printing [with template
templateName] [with dialog]

print card [from point1 to point2]

print expression

print field

print marked cards

reset menu bar

save stack stackName as fileName
```

```
show groups
show marked cards
sort marked cards
start using stack
stop using stack
unmark card [where expression]
unmark cards where expression
unmark all cards
```

◆ **For more information:** See chapters 1 and 10 in the *HyperCard Script Language Guide.* You can also look up "commands" in the HyperTalk Reference stack. ◆

HyperTalk 2.0 External Commands

This section contains information on

- Extended XCMD interface
- Script Editor
- Debugger
- Picture XCMD
- Palette XCMD

Extended XCMD Interface

The XCMD interface in HyperCard 2.0 is an extension of the XCMD interface originally implemented in HyperCard 1.0. Windows managed by XCMDs are called external windows. With these external windows, HyperCard can now support color and gray-scale pictures, custom palettes, custom text editors, fast terminal emulators—and just about anything you can imagine.

Because of changes to the HyperCard application's internal structures, a few XCMDs written for previous versions of HyperCard that make assumptions about its use of memory may no longer work. HyperScan and MacroMind Director Player work under HyperCard 2.0.

◆ **For more information:** See "Extensions to the XCMD Interface" in chapter 1 and appendix A, "External Commands and Functions," of the *HyperCard Script Language Guide.* ◆

Script Editor

The HyperCard script editor manages multiple script windows. It has the following features

- horizontal scrolling (as wide as a two-page monitor)
- search and replace operations
- commenting and uncommenting selected lines
- undo for cut, copy, paste, clear, and typing operations

You can open several scripts at once, and cut and paste between them if you like. In addition, the script editor now has its own menus. (Earlier versions relied solely on Command key interaction.)

◆ **For more information:** See "Script Editor Enhancements" in chapter 1 of the *HyperCard Script Language Guide.* You can also look up "script editor" in the HyperTalk Reference stack. ◆

Debugger

Although HyperCard now supports separate script editing and debugging environments, the built-in editor and debugger are integrated. Within the script editor, you can set checkpoints in scripts. When HyperCard encounters these checkpoints during the execution of a script, it pauses and lets you examine the working of your script line by line.

HyperCard includes two new tools to support debugging: Message Watcher and Variable Watcher.

The Message Watcher is a floating window that displays HyperTalk messages as they are sent (figure 14).

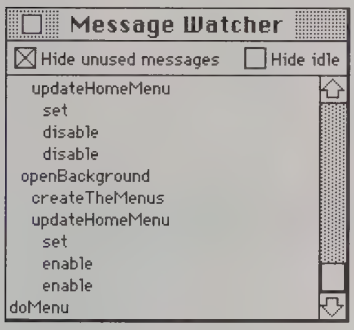


Figure 14 Message Watcher

The Variable Watcher is an external window that lets you view and edit the values of local and global variables used by the currently executing HyperTalk handler (figure 15).

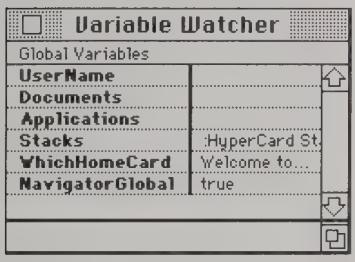


Figure 15 Variable Watcher

The new HyperCard debugging tools make it easier to study the behavior of your scripts and fix scripting problems. You can use checkpoints to stop a script before an error message appears, giving you time to examine the script and your variables and determine the source of the problem.

- **For more information:** See "Built-in Script Debugging Tools" in chapter 1 of the *HyperCard Script Language Guide.* You can also look up "debug" in the HyperTalk Reference stack. ◆

Picture XCMD

The Picture XCMD displays color or gray-scale pictures from the Clipboard, PICT, or MacPaint® files; or from PICT resources in external windows. You can use this command to display color or gray-scale images in your stacks. You can also write scripts so that users can activate HyperTalk scripts by clicking color pictures.

- **Note:** You need at least 1000K of RAM allocated to HyperCard to use this feature. Otherwise, HyperCard won't have enough memory to complete the operation, and as a result, nothing will happen. ◆
- **For more information:** See `Picture` command in chapter 10 and appendix A, "External Commands and Functions," of the *HyperCard Script Language Guide*. You can also click "Picture XCMD" in the Power Tools stack. ◆

Palette XCMD

The Palette XCMD displays a HyperCard palette.

To display and use a palette:

1. **Choose Message from the Go menu.**
2. **Type `palette` followed by the name of the palette and press Return.**

For example, to display and use the navigator palette (figure 16), which provides the functionality of the Go menu, type `palette navigator` into the message box and press Return.

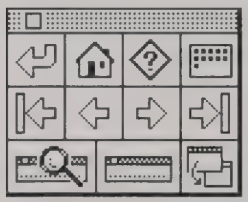


Figure 16 Navigator palette

You can create your own palettes easily using the Palette Maker, (figure 17) available in the Power Tools stack. The Power Tools stack is on the *HyperCard Stacks* disk, included in your package.

◆ **For more information:** See the `Palette` command in chapter 10 of the *HyperCard Script Language Guide.* ◆

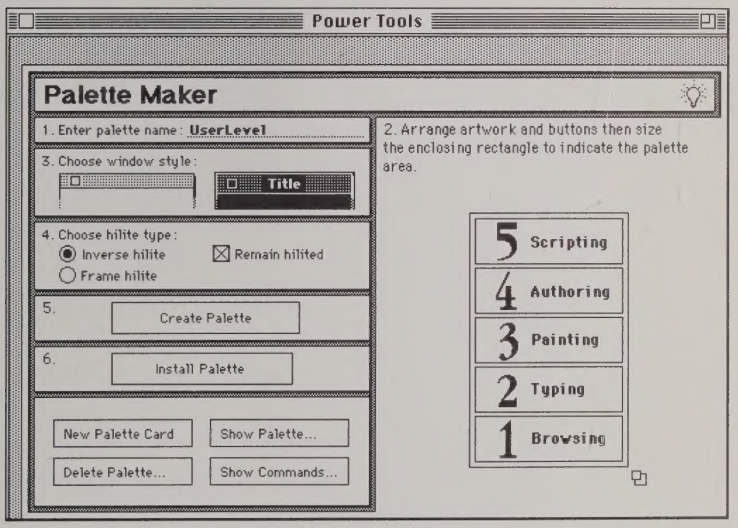


Figure 17 Palette Maker (Power Tools stack)

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